

GENDER MALE **Age** 29 (MATURE)

BUILD GAUNT (1.8m / 65 kg)

COLOURATION BLUIISH SKIN, COPPER HAIR, BLACK EYES

QUIRKS LONG FINGERS, THISTY BLADE

SUPERSTITIONS WELCOMING HATCHES

MOMENTOS ASTEROID FRAGMENT, BADLY FORGED COIN

ALLIES _____

ENEMIES _____

SKILLS

| | | | | | |
|----------------------------|---|---|---|---|-----------------------|
| WEAPON SKILL (WS) | 3 | 5 | 4 | 5 | INTELLIGENCE (INT) |
| BALLISTIC SKILL (BS) | 4 | 0 | 4 | 3 | PERCEPTION (PER) |
| STRENGTH (S) | 3 | 5 | 4 | 0 | WILLPOWER (WP) |
| TOUGHNESS (T) | 3 | 0 | 4 | 0 | FELLOWSHIP (FEL) |
| AGILITY (AG) | 4 | 0 | 3 | 5 | INFLUENCE (IFL) |

| EXPERIENCE | | FATE POINTS: | |
|----------------|------|--------------|---|
| XP TO SPEND | 0 | THRESHOLD | 4 |
| TOTAL XP SPENT | 4050 | CURRENT | 4 |

[illegible]

| | Trained | +10 | +20 | +30 |
|--------------------------------|-------------------------------------|--------------------------|--------------------------|--------------------------|
| Acrobatics (Ag) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Athletics (S) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Awareness (Per) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Charm (Fel) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Command (Fel) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Commerce (Int) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Common Lore (Int) | | | | |
| • | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| • | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| • | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| • | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Deceive (Fel) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Dodge (Ag) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Forbidden Lore (Int) | | | | |
| • CRIMINAL CARTELS & SMUGGLERS | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| • | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| • | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| • | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Inquiry (Fel) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Interrogation (WP) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Intimidate (S) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Linguistics (Int) | | | | |
| • | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| • | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Logic (Int) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

| | Trained | +10 | +20 | +30 |
|---------------------------|-------------------------------------|--------------------------|--------------------------|--------------------------|
| Medicæ (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Navigate (Surface)(Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Navigate (Stellar)(Int) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Navigate (Warp)(Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Operate (Aeronautica)(Ag) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Operate (Surface)(Ag) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Operate (Voidship)(Ag) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Parry (WS) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Psyniscience (Per) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Scholastic Lore (Int) | | | | |
| • | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| • | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| • | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| • | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| • | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Scrutiny (Per) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Security (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Sleight of Hand (Ag) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Steath (Ag) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Survival (Per) | <input checked="" type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Tech-Use (Int) | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Trade (Int) | | | | |
| • | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| • | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| • | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

TALENTS & TRAITS

[illegible]

WEAPONS

| | | | |
|-----------------------------|------------|---------------|----------------------|
| NAME: STUB REVOLVER | | Cls: PISTOL | |
| RNG: 30m | ROF: S/- | DMG: 1D10+3 I | |
| PEN: 0 | CLIP: 6 | RLD: 2 F | WT: 2 KG AVL: PLEN |
| SPECIAL: RELIABLE, SILENCER | | | |
| NAME: (GOOD) COMBAT SHOTGUN | | Cls: BASIC | |
| RNG: 30m | ROF: S/3/- | DMG: 1D10+4 I | |
| PEN: 0 | CLIP: 18 | RLD: F | WT: 6.5 KG AVL: SCAR |
| SPECIAL: SCATTER | | | |
| NAME: KNIFE | | Cls: MELEE | |
| RNG: -/ 5m | ROF: - | DMG: 1D5+SB R | |
| PEN: 2 | CLIP: - | RLD: - | WT: 1 KG AVL: PLEN |
| SPECIAL: THROWN, MONO | | | |
| NAME: | | Cls: | |
| RNG: | ROF: | DMG: | |
| PEN: | CLIP: | RLD: | WT: AVL: |
| SPECIAL: | | | |
| NAME: | | Cls: | |
| RNG: | ROF: | DMG: | |
| PEN: | CLIP: | RLD: | WT: AVL: |
| SPECIAL: | | | |
| NAME: | | Cls: | |
| RNG: | ROF: | DMG: | |
| PEN: | CLIP: | RLD: | WT: AVL: |
| SPECIAL: | | | |

GEAR

PAGE #

ARMOUR AND DEFENCE

| | | | |
|-------------|--|-----------------|--|
| H 1-10 | | WOUNDS | |
| AR 11-20 | | TOTAL : 7+1D5 | |
| AL 21-30 | | CURRENT : | |
| B 31-70 | | CRITICAL WOUNDS | |
| LR 71-85 | | TOTAL : | |
| LL 86-00 | | CURRENT : | |
| | | CONDITIONS | |

MOVEMENT

| | | | |
|------|---|--------|----|
| HALF | 4 | CHARGE | 12 |
| FULL | 8 | RUN | 24 |

FATIGUE

THRESHOLD:

CURRENT:

PSYCHIC POWERS

PSY RATING:

PAGE #

SPECIAL ABILITIES:

NEVER QUIT: T +1 FOR FATIGUE

NOTHING ESCAPES MY SIGHT: SPEND FATE PT PASS AWARE/INQ = P BONUS